singstar® pop vol.2

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

SONY COMPUTER ENTERTAINMENT®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation® 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® 2 FORMAT DISC:

- This disc is intended for use only with PlayStation® 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SingStar® Pop vol. 2 Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available
Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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WELCOME TO SINGSTAR® POP VOL. 2

Whether you've got perfect pitch or your singing skills are reserved for the shower only, everyone enjoys singing. But now there's no excuse for keeping that voice to yourself; step up to the mic, and into the spotlight!

Playing **SingStar® Pop Vol. 2** is so easy anyone can join in. You can sing along to some of your favorite tracks and score points as you perform—it doesn't even matter how well you sing; when you take that microphone, YOU are the star, and that's all that counts.

So let's get moving—round up your friends, plug in those mics and be the star you really are!

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the system) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your system on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the system ON at the MAIN POWER switch and press the ⏏/⏻ button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the **SingStar® Pop Vol. 2** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏏/⏻ button again before commencing play.

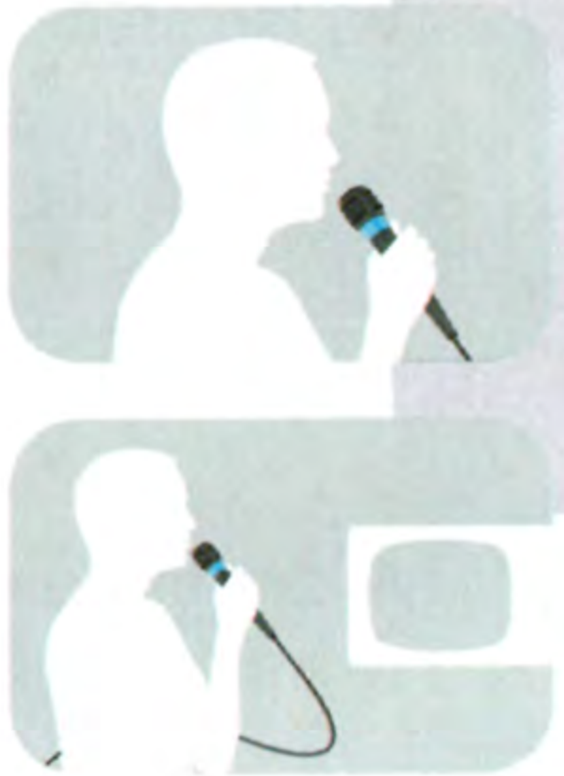
SETTING UP THE MICROPHONES

1. Plug the SingStar® USB converter into one of the USB connectors on the front of the PlayStation®2 system.

2. Plug the microphones into the red and blue sockets on the front of the SingStar® USB converter. A 'click' sound will confirm that each connector is inserted correctly.

3. Once the game has loaded, a bright blue light on the top of the SingStar® USB converter will indicate that it is inserted correctly and working.

4. When singing, hold the microphone approximately 1 - 2 inches from your mouth. Sing directly into the top of the microphone.



5. Keep some distance between yourself and the TV. If the microphone gets too close to the TV, you will get a loud, high-pitched audio feedback.

6. Just sing!

NOTE: Only the official SingStar® red and blue microphones can be used to play SingStar® Pop Vol. 2. Ordinary microphones cannot be inserted properly into the SingStar® USB converter and will therefore not be picked up by the game. If the SingStar® USB converter is connected, but with incompatible microphones inserted, the game will still appear to run, but players' singing will not be detected, nor will their voice be drawn on screen.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

NOTE: Throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2). Memory Cards designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space (590KB) on your Memory Card before commencing play.
On boot up, any saved **SingStar® Pop Vol. 2** options data present on the Memory Card will autoload.

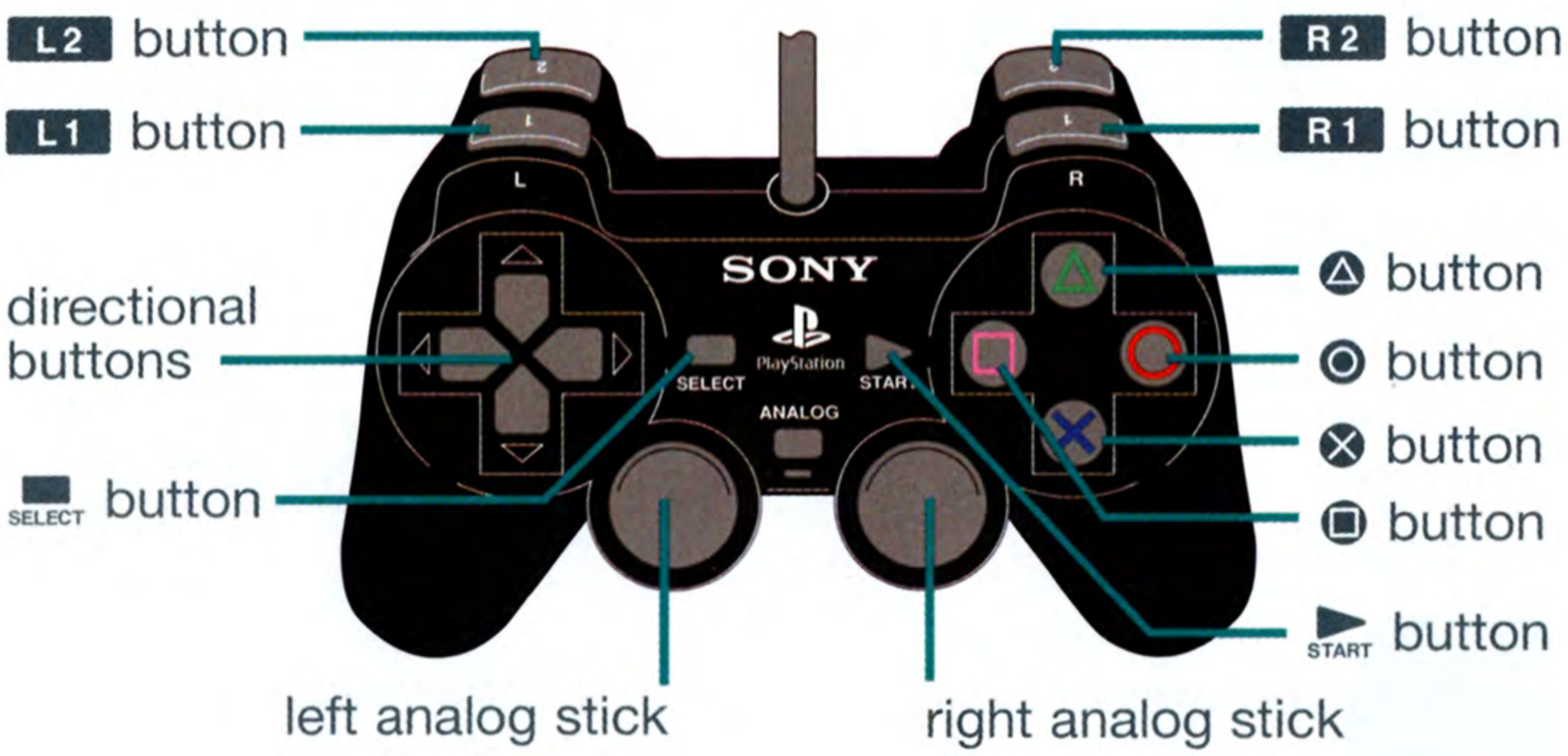
DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons on the DUALSHOCK®2 analog controller.

CONTROLS

In **SingStar® Pop Vol. 2**, your vocal performance will be emitted from your TV's speakers, while also being transferred into on-screen data, allowing you to score points and see how well you are singing. In this game the only thing you need to control is your voice!

In order to navigate through menu screens and adjust volume levels in-game you will need to insert a DUALSHOCK®2 analog controller into controller port 1 before commencing play:



↑, ↓, ← or →	|	Highlight Option/Select Song
✕ button	|	Confirm/Continue
△ button	|	Back/Cancel
START button	|	Pause
L1 button	|	Increase Player Volume
L2 button	|	Decrease Player Volume
SELECT button	|	Disc-swapping

GETTING STARTED

Following the start-up sequence, the Title Screen will be displayed. Press the ⊗ button to access the Choose Mode Screen.

CHOOSE MODE SCREEN

Press ⬅ or ➡ to highlight an icon and press the ⊗ button to confirm. Choose from Sing Solo for a quick song, Party for a multiplayer or two player game, Freestyle, or Game Options to change game settings.

NOTE: Details on each of the individual SingStar® Pop Vol. 2 game modes can be found later in this manual.

PLAYING THE GAME

To play **SingStar® Pop Vol. 2**, all you have to do is pick a game mode, hold the mic and... SING!

The different modes each have various set-up options to help you configure the game you are about to play. These options include things like choosing a song, organizing teams in Party Mode, or selecting whether to perform a full song or a short version, and are made by following a screen-by-screen series of simple instructions.

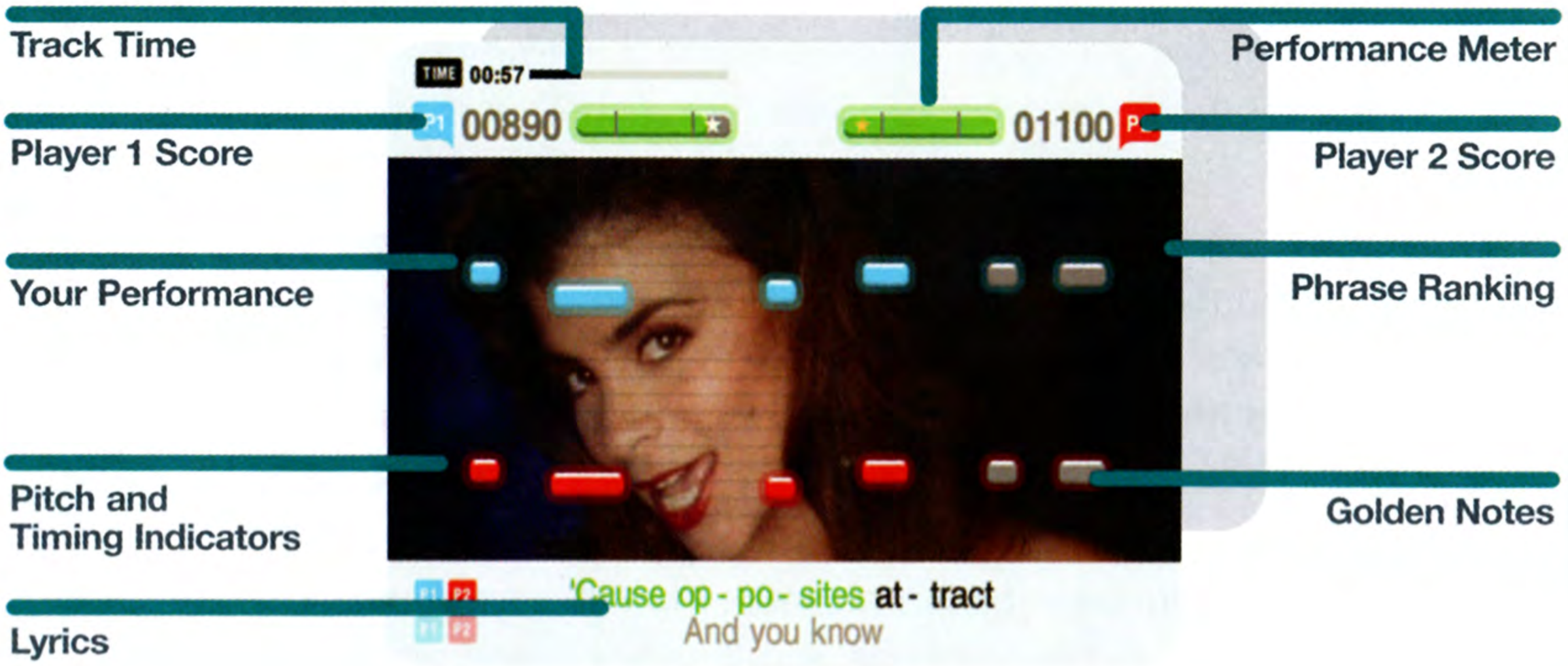
When the game begins and you start to sing into one of the microphones, the **SingStar®** technology recognizes your pitch, tone and rhythm and is therefore able to give you a score depending on how well you perform. With rapping, you are given a score based on timing and recognition of the words that you are saying.

Player 1 always uses the blue microphone and their vocal performance is drawn in blue on screen. In multiplayer games, Player 2 uses the red microphone and their vocal performance is drawn in red on screen.

NOTE: In a Pass the Mic game, the Red Team might sometimes use the blue mic and the Blue Team might use the red mic, for example, in a Duet.

THE GAME SCREEN

This is the game screen for Sing Mode. Other game screens may differ slightly depending on the mode you are playing, the number of players, specific competition rules and so on.



As you score points by singing well, the score indicators at the top of the game screen will rise.

PITCH AND TIMING INDICATORS

These gray bars show the pitch of the note you should be singing in a similar way to the musical 'stave' (the parallel horizontal lines on which musical notes are written). The 'higher' the note, the further up the screen it will appear. The bars also indicate the sustain and timing of the note, telling you when to sing and how long to hold a note.

YOUR PERFORMANCE

As you progress through a song, the notes that you sing will be displayed in relation to the notes you should be singing. Your vocal performance is color-coded and the bars that are displayed on-screen will be either blue or red, depending on the game mode, number of players and microphone you are using. By comparing your performance with the pitch and timing indicators, you can quickly tell if you are singing flat or sharp, are out of time or are simply not holding onto the notes for long enough. If you are singing well, the notes you sing will be drawn over the pitch and timing indicators, fitting perfectly over the top, and you will begin to rack up points.

LYRICS

In each game mode, the lyrics for the current song will appear on-screen just before you are required to sing them into the microphone—sing in time by watching the words and singing as they fill up with color.

PERFORMANCE METER

The performance meter is an indicator of how well you are doing overall at any point in the song. Keep your meter in the bonus zone to get extra bonus points for a consistently good performance.

PHRASE RANKING

At the end of each sentence, you will receive a ranking to let you know how well you sung on that line.

TRACK TIME

This device lets you see how far through the song you are.

GOLDEN NOTES

Every song has special golden notes – these are the particularly high or long notes. Hit these golden notes to accumulate more points.

SINGSTAR® POP VOL. 2 GAME MODES

SING SOLO

Pick this mode if you just want to practice or jump in quickly—simply choose a song and sing along!

Select Sing Solo from the Choose Mode Screen and then set the following preferences before you begin:

Player Set Up

Select from Easy, Medium or Hard difficulty levels and press the ⊗ button to confirm. The evaluation of your singing depends on what difficulty level you select. How accurately you have to sing on each difficulty setting is represented on-screen by the size of the pitch and timing indicators—on Easy, the pitch bars are fat, but on Hard they are much thinner and you really have to nail the song for top scores.

Song Selection

The songs available for you to perform are displayed on a carousel. Press ⬅ or ➡ to scroll through the available songs and to hear a sample of each one. When you have decided which one you want to sing, select it and press the ⊗ button to confirm.

Song Length

You can choose to perform the full song by selecting Normal, or select Short to sing an edited version. Press the ⊗ button to confirm after making your choice.

TIME TO SING

During the performance, the lyrics for the song will be displayed on-screen, as well as pitch and timing indicators and a score to let you know how well you are doing.

COMPETITION SCORE SCREEN

When the song finishes, each player will be given a score and a rating.

HIGH SCORE SCREEN

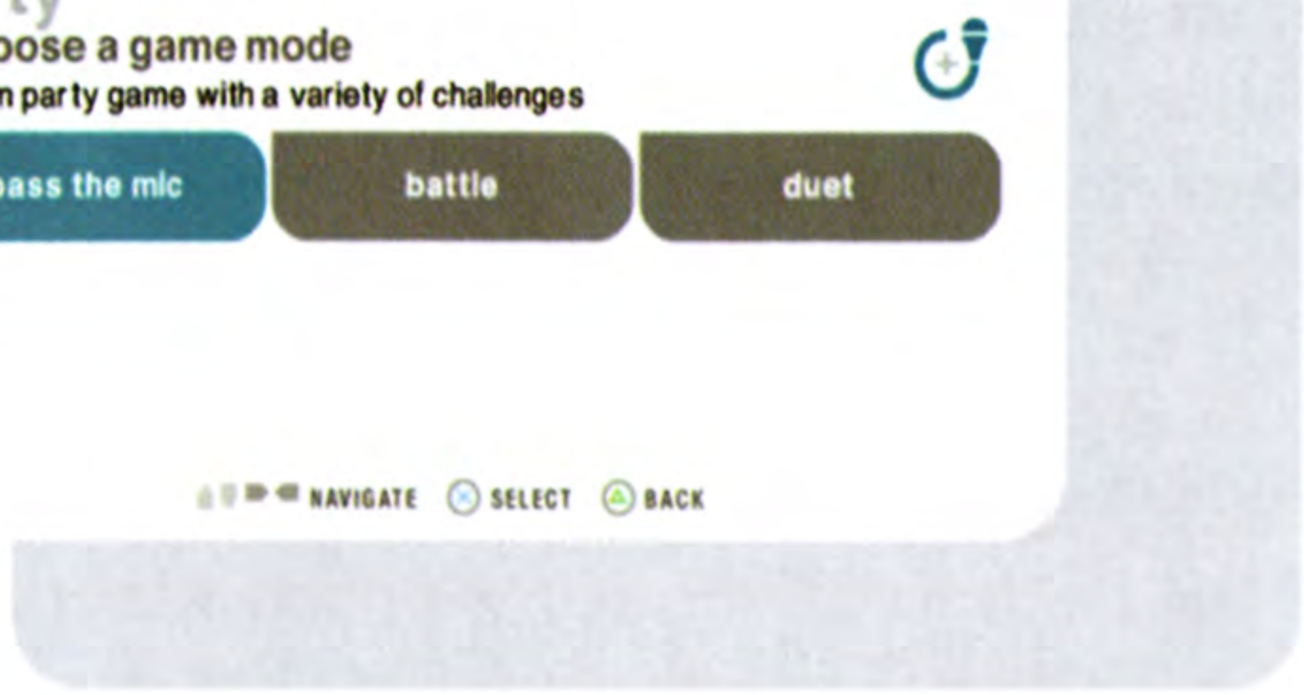
After reviewing the score for the performance, the High Score Screen will be displayed, showing the top five scores for that song. If your score is good enough, you can enter your name on the high score table. If a Memory Card is inserted into MEMORY CARD slot 1, these scores will automatically be saved to your **SingStar® Pop Vol. 2** save file.

PERFORMANCE OPTIONS SCREEN

After every song you will be able to choose whether or not to play back your performance or to continue with the game. If you choose Playback, you will be able to listen to the performance you have just given and even save it to a Memory Card so that you can listen to it at another time.

NOTE: For more information on Playback, see the Playback section of this manual.

PARTY GAMES



This mode is perfect for a party! You can sing against a friend or in teams of up to four people; scores are awarded for each performance and an overall score is calculated after the final round.

PASS THE MIC

Pass the Mic is a party game based on rounds where you are presented with different singing challenges like Duets, Battles, Solos and more.

TEAM GAMES

Set up your Team Game by choosing from the following preferences before you begin:

Choose Number Of Players

Set the number of players for both the Blue Team and the Red Team. Each team can consist of up to four players. When you've picked the two teams sizes, press the ⊗ button to confirm.

Team Set Up

Press ↑, ↓, ← or → to highlight a player then press the ■ button to bring up a virtual keyboard, which you can use to edit the player's name. Press ↑, ↓, ← or → to select a character on the keyboard and press the ⊗ button to enter it; you can delete a character by pressing the ○ button and enter a space by pressing the ■ button. When the player's name has been entered, select Enter to save it. When all player names for both teams have been entered, press the ⊗ button to confirm.

Player Set Up

Select from Easy, Medium or Hard difficulty levels and press the ⊗ button to confirm.

Pass The Mic Set Up

Choose the Song Type—perform the full song in each round by selecting Normal or choose Short for shortened versions of each song, then press the ⊗ button to confirm. In Pass The Mic, the songs that will be performed in each round are automatically selected by the game.

PASS THE MIC ROUNDS

There are a variety of different game rounds played in a Pass the Mic contest. These may include:

Battle

Two opposing players sing the same song at the same time. They are scored individually and the player with the highest score at the end of the round wins.

Medley

A player from each team will sing a medley. The player with the highest score wins.

First to the Post
A player from each team will sing in a battle. The first player to reach 5000 points wins.

Duet
Two players from the same team sing together and are awarded a combined score for their joint effort.

Keep it Up
A player from each team must keep the performance bar above the marker for as long as possible. Drop below the marker and the song will end.

Micro-medley
A player from each team will sing a micro-medley. The player with the highest score wins.

Pass the Mic
Each team member sings for a set length of time then passes the mic to the next player.

ROUND RULES

Before each round begins, the rules will be displayed on screen. Read the rules carefully and then press the ⊗ button to begin the sing-off!

PARTY GAME SCORING SYSTEM

At the end of each round the scores for that round will be displayed followed by the total competition score up to that point in the game.

FREESTYLE

Freestyle Mode gives you the opportunity to sing it your way! Use this mode if you want to break your performance down or let your creativity run wild as you sing—there will be no evaluation and no pitch guidelines are displayed on-screen, so you can do whatever you like! Get on the mic and sing it *Freestyle*.

CHARTS

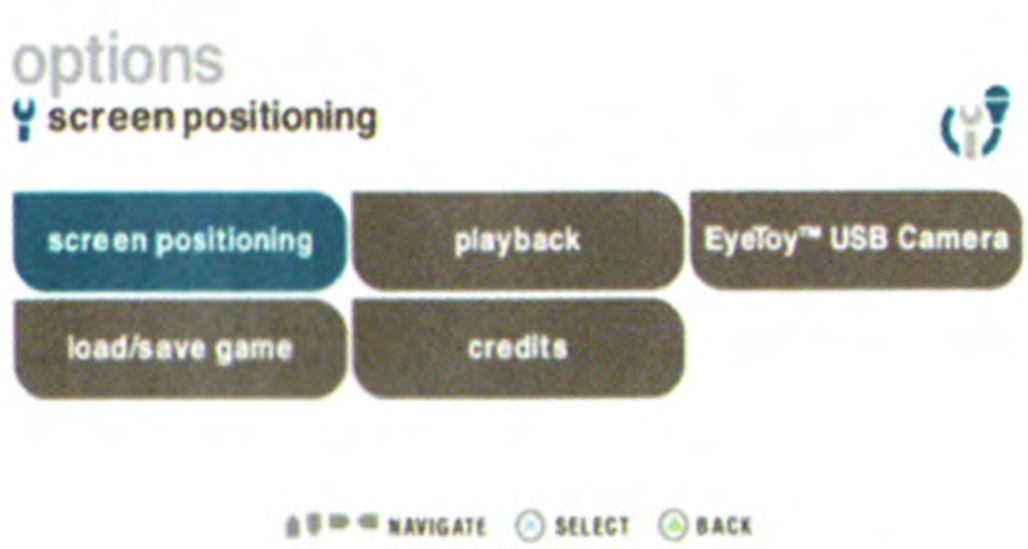
You can view the top 5 scores for every song at each difficulty level and you can view the top 10 scores overall (although only one per song will make it into the top 10 charts).

If you achieve a top score for a song and you have the EyeToy® Camera connected and set to EyeToy® Photos ON, you will be able to pose for a celebratory picture which will be displayed at the top of the charts.

If your score is subsequently knocked off the top spot, your photo will disappear, which should make you all the more determined to get back to number 1!

OPTIONS MENU

To change game settings and preferences, select Options from the Choose Mode Screen and press the ⊗ button to confirm. Press ⬆ or ⬇ to highlight one of the following options, then press the ⊗ button again:



SCREEN POSITIONING

Press ↑, ↓, ← and → to reposition the game screen on your TV. When the screen has been successfully calibrated, press the ⊗ button to confirm.

PLAYBACK

Access Playback files previously saved to a Memory Card.

EYETOY® USB CAMERA

Insert an EyeToy® camera into one of the USB connectors to enjoy an alternative SingStar® Pop vol. 2 experience - watch yourself perform in TV instead of watching the original video!

You can toggle between EyeToy® Photos ON/OFF, EyeToy® Video ON/OFF and Effects ON/OFF.

EyeToy® Photos refers to the pictures taken when you achieve the top score for any song, as described in the "Charts" section of this manual. This option will default to ON.

When you have EyeToy® Video ON, your image will replace the original video and when you hit Golden Notes, you will have the chance to watch them after the performance by selecting "View EyeToy® Golden Moments". This option will default to OFF.

If you have EyeToy® Video ON, then you can also choose to have Effects ON or OFF. This refers to special effects and colors which will decorate the screen as you perform. If you choose to have them OFF, then no special effects will be displayed. This option will default to ON, but will only be activated when EyeToy® Video is set to ON.

NOTE: Please refer to the "Using the EyeToy® Camera" section later in this manual for instructions on how to set up your EyeToy® camera.

LOAD/SAVE GAME

Choose to load previously saved game data or save your current game. The autosave function can also be toggled On or Off if you do not wish to automatically save your score and options data.

CREDITS

Check out the team credits for SingStar® Pop Vol. 2

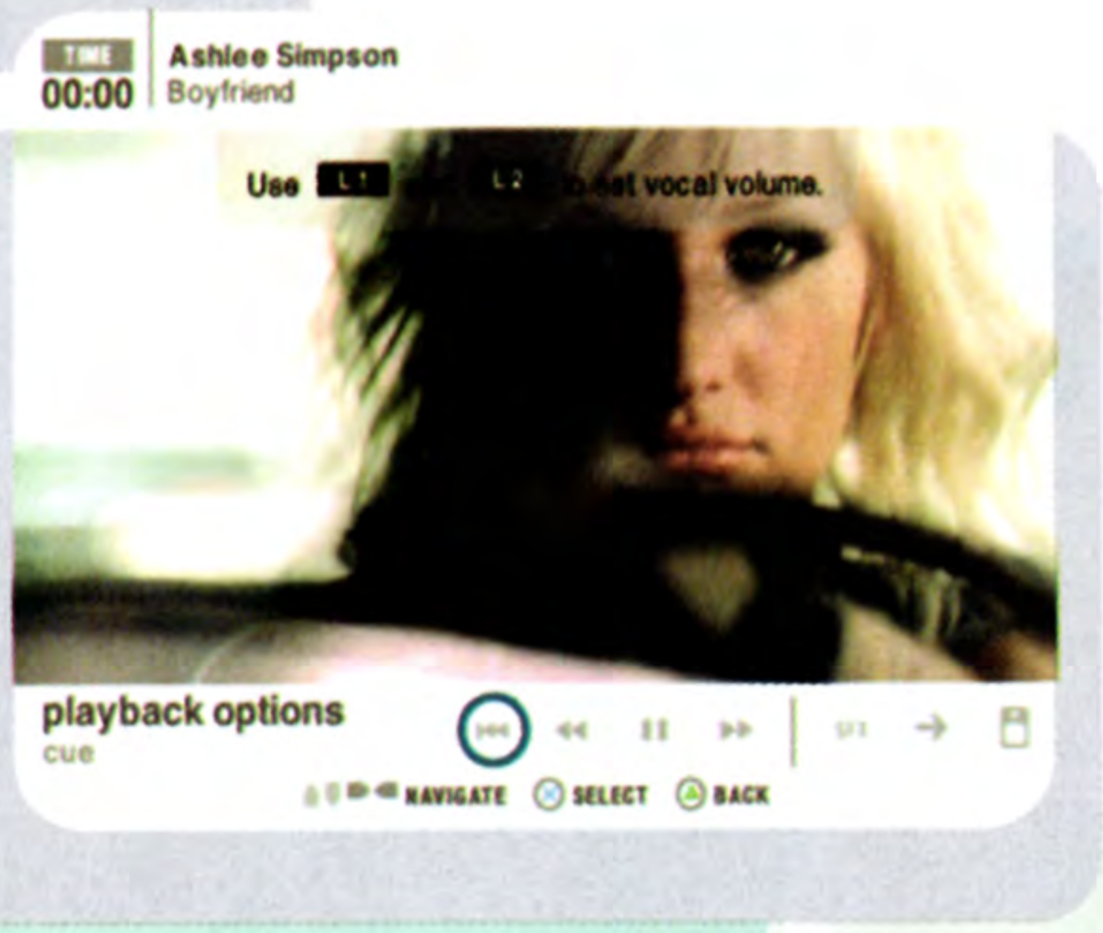
THE PAUSE MENU

Press the START button during a song to pause your performance and access the Pause Menu. While the song is paused, you can select from the following options:

Resume	|	Return to the current song
Restart	|	Restart the current song from the beginning
End Song	|	End the current song and move to the results screen
Quit	|	Return directly to the Choose Mode Screen

PLAYBACK

Love the sound of your own voice? Then make sure you relive your greatest performances on the Playback Screen!



PLAYBACK OPTIONS

Cue the song back to the beginning

Rewind the song

Play or pause the song

Fast forward the song

Add sound effects

Exit Playback

Save the Playback data to a Memory Card

ADDING SOUND EFFECTS

Select SFX to experiment with a variety of different sound effects.

Press ⬅ or ➡ to highlight an effect and then press ⬆ to activate the highlighted effect. A bar will appear above the effect showing different levels of intensity. Subsequent presses of ⬆ will increase the intensity of the effect, which is indicated by the color within the bar. To turn the effect off, press ⬇ until the bar is empty. You can also activate several effects at once. To do this, press ⬅ or ➡ to highlight a new effect and press ⬆. You can mix and match different effects to create weird and wonderful sounds, so don't be afraid to experiment.

NOTE: Sound effects affect your performance only, not the original track.

USING THE EYETOY® USB CAMERA (FOR PLAYSTATION®2)

Singing, dancing and looking cool all at the same time... it's a tall order but if you want to try, and have an EyeToy® USB camera (for PlayStation®2), you can watch yourself perform on screen as you sing. Whenever you hit a golden note, it's time to 'Pose for Paparazzi' – so strike a pose and relive those glory moments at the end.

Set up the camera by following these instructions:

Insert the USB connector of the EyeToy® USB camera (for PlayStation®2) into either the upper or lower USB connector on the front of the system. The LED power indicator (blue) should be on.

Place the EyeToy® USB camera (for PlayStation®2) on top of, or immediately below your television and stand back between 5 feet and 7 feet.

From the Game Options Screen, choose EyeToy® USB camera, and then highlight EyeToy® video. Use the ⬅ and ➡ toggle and switch to On.

Once activated, rotate the manual focus ring to focus the lens. Try to ensure that your body shape is clearly defined on the screen. If your television is positioned on the floor, simply tilt the EyeToy® USB camera (for PlayStation®2) for extra elevation. Alternatively, swivel the base around to reposition it. Players of different heights should tilt the angle of the EyeToy® USB camera (for PlayStation®2) for extra convenience. DO NOT move the whole EyeToy® USB camera (for PlayStation®2), just tilt it gently.

NOTE: For further information, please refer to the 'Quick Start Guide' that came with your EyeToy® USB camera (for PlayStation®2).

MASTER THESE AND YOU'RE ON YOUR WAY

Pitch

The pitch of the note determines how in tune your voice is with the song and ultimately determines the quality of the vocal performance. **SingStar® Pop Vol. 2** monitors the pitch of the notes you sing and compares this data with the correct note on the original recording, allowing it to calculate how many perfect notes you are hitting or bad notes you let slip through. If you find yourself struggling to achieve perfect pitch, try adjusting the difficulty setting to the Easy or Medium settings.

Timing

Your timing determines whether or not a note is being sung at the correct point during a song. **SingStar® Pop Vol. 2** constantly checks your timing and the data collected will be reflected in your score.

Sustain

This is simply how long the note is held. **SingStar® Pop Vol. 2** compares the correct sustain times taken from the original recording with your sustain and awards or subtracts points accordingly.

TIPS TO HELP YOU SING LIKE A STAR

1. Don't hold the microphone too close or too far from your mouth; about 1-2 inches will pick up your voice most effectively.

2. When you first start practicing or playing Party Mode, pick songs that you know well and find easy to sing.

3. Listen to the song and in particular to the artist's vocals to make sure you know when and where to sing and which bits are instrumental.

4. The more you sing a tune the better you will perform as practice helps you to figure out when to breathe and thus improve your timing.

5. If you're about to play Party Mode and get an attack of nerves, try singing a duet with a friend to gain some confidence—just relax and have fun!

6. The hardest thing for many newcomers to SingStar® Pop Vol. 2 is to stand up and perform for the first time. It gets easier after you've done it once, so get up and sing!

CREDITS

SONY COMPUTER ENTERTAINMENT EUROPE

EXECUTIVE PRODUCER
Paulina Bozek

LEAD PROGRAMMER
Richard Bates

PROGRAMMING
Will Cowling
Antonio Garcia
Graham MacDonald
Lauri Sarkka
Arthur Yarwood

SENIOR PRODUCER
Tamsin Lucas

PROJECT MANAGER
Vera So

CREATIVE DIRECTOR
Fanee Sazaklidou

MUSIC CONTENT MANAGER
Jim Fowler

SONG CONTENT
Andrew Inwood
Sebastian Schneider
Jon Spanyol
Ben Whyntie

LEAD DESIGN
Kevin Mason

DESIGN
Richard Hamer
Charlie Hasdell
Eric Matthews
Joey To

ADDITIONAL DESIGN
Jim Fowler

ART DIRECTION
Alex Townsend

ART MANAGER
Louise Hartley

ARTIST
Nigal Raymond

MOTION GRAPHICS DESIGN
Michael Frogley

LEAD VIDEO EDITOR
Andrew Robinson

VIDEO EDITOR
Delaine Gardner

ASSISTANT VIDEO EDITOR
Geraldine Keane

SOUND DESIGN
Jim Fowler

MIX ENGINEERING & SOUND DESIGN
Dan Bardino

MUSIC LICENSING AND A&R MANAGER
Sergio Pimentel

MUSIC SUPERVISORS
Gillian Connole
Martin Hewett
Duncan Smith

SONG COMPOSITION CONSULTANT
Richard Jacques

CREATIVE SERVICES MANAGER
Dave Ranyard

PRESIDENT, SONY COMPUTER ENTERTAINMENT WORLD WIDE STUDIOS
Phil Harrison

VICE PRESIDENT, DEVELOPMENT
Jamie Macdonald

DIRECTOR, LONDON STUDIO
Mike Haigh

CREATIVE DIRECTOR, LONDON AND CAMBRIDGE STUDIOS
Eric Matthews

COMMUNICATIONS MANAGER
Nancy Gatehouse

PURCHASING MANAGER
Andrew Quinn

PURCHASING ADMINISTRATOR
James Lilley

SENIOR VICE PRESIDENT – SOFTWARE MARKETING & SALES PLANNING
Simon Rutter

PRODUCT MARKETING DIRECTOR
Mark Hardy

SENIOR PRODUCT MANAGER
Natasha King

EUROPEAN PRODUCT MANAGER
Liam Quigley

LEGAL
Richard Guest, Stacey Fowler, Albert Marshall, Hogarth Andall, Denise Carroll, Carolina Pittol, Marian Toole, Charlotte McConnell

MICROPHONE DESIGN
Mike Haigh, Richard Bates, Paulina Bozek, Namtai, Omnivision, PTI Indomachine

SPECIAL THANKS TO:
Kate Acland, Lesley Randall, Hiromi Churchard, Kieren Mayers, Mike Nabarro, Solo Gadjali, Margie Lee, Hasan Gadjali, Ian Montandon, Carole Wright, Andrew Mancey, Shyamal Patel, Mahesh Patil, Sam Bagley, Kauser and Bilal, Richard Lee, Adam and Adelin, Mary Tristram, Ronan McCormack, Tim Dann, Vince Diesi, Sebastien Rubens

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCT DEVELOPMENT

SENIOR VICE PRESIDENT OF PRODUCT DEVELOPMENT
Shuhei Yoshida

SENIOR DIRECTOR OF TOOLS, TECHNOLOGY, AND SERVICES
Buzz Burrowes

SENIOR PRODUCER
Sarah W. Stocker

PRODUCER
Ryan Hamlyn

DIRECTOR INTERNATIONAL SOFTWARE DEVELOPMENT
Barbara House

SPECIAL THANKS
Greg Lutton, Petro Piaseckyj
Mike Hocevar

MUSIC

DIRECTOR OF MUSIC
Chuck Doud

ARTIST & REPERTOIRE
Alex Hackford

MANAGER, MUSIC LICENSING
Jason Swan

SR. LICENSING COORDINATOR
Justin Fields

GLOBAL PLATFORM

SR. DIRECTOR, GLOBAL PLATFORM
Charles Connoy

DIRECTOR, FIRST PARTY QUALITY ASSURANCE (FPQA)
Ritchard Markelz

TEST OPERATIONS

SR. MANAGER
Tim Vanlaw

QA TEST MANAGER
Jeremy Hunter

QA TEST SUPERVISORS
Ara Demirjian, Andrew Woodworth

LEAD QUALITY ASSURANCE TESTER
Eric Rossi

SENIOR QUALITY ASSURANCE TESTER
Will Shepard

QUALITY ASSURANCE TESTER
Blake McClaren

LAB TECHNICIAN
Tim Hackl

CONTINGENT GAME TEST ANALYSTS
Andy Anderlini, Corey Troxell, Darwin Ho, Emily George, Erik Blank, Gabrielle Knazik, Iran Singh, Kajah Ram, Nick Jackson, Paul Miles, Peter Segura, Sean Edwards, Sean McLeary

PROGRAM MANAGEMENT GROUP

SR. MANAGER
Jim Wallace

MANAGER, PROJECT MANAGEMENT
Eric Ippolito

SR. PROJECT COORDINATOR
Justin Flores

PROJECT COORDINATORS
Jesse Reiter, Jericho Leon Guerrero

DIRECTOR, PRODUCT DEVELOPMENT INFORMATION TECHNOLOGY (PDIT)
Adam Harris

ONLINE GAMES

SR. MANAGER, ONLINE GAMES
Monique Fraser

NETWORK ENGINEERING GROUP

SR. MANAGER, NETWORK ENGINEERING
Derrell Jenkins

STUDIO APPLICATIONS

SR. MANAGER
Steven Kirk

CORE SYSTEM INFRASTRUCTURE

SR. MANAGER
Tom Perrine

MARKETING

DIRECTOR, SOFTWARE MARKETING
Jeff Reese

PRODUCT MARKETING MANAGER
Grant Luke

PRODUCT MARKETING SPECIALIST
Ken Chan

PUBLIC RELATIONS

SENIOR CORPORATE.
COMMUNICATIONS MANAGER
Kimberly Otzman

ANALYST RELATIONS MANAGER
Mariam Sughayer

CORPORATE SPECIALIST
Abigail Murphy

SENIOR PR MANAGER
Jennifer Clark

PR MANAGER
Alyssa Casella

SOFTWARE PR ASSISTANT
Jacqueline Efron

PROMOTIONS

SENIOR DIRECTOR OF PROMOTIONS
Ginger Kraus

SENIOR PROMOTIONS MANAGERS
Donna Armentor
Blair Elliott Paige

MOBILE MARKETING MANGER
Andrew Adams

ASSOCIATE PROMOTIONS MANAGERS
Lauren Decker
Anne Gherini
Jill Grabenkort

SENIOR PROMOTIONS ASSISTANTS
Natalie Behrman
Dan Ambrose

CHANNEL MARKETING & EVENTS

DIRECTOR, CHANNEL MARKETING
AND EVENTS
Joby Hirschfeld

SENIOR MANAGER, CHANNEL MARKETING
Bob Johnson

CHANNEL MARKETING MANAGER
Michael Delacruz
Marie Manapat

CHANNEL MARKETING SPECIALIST
Kacey Fahey

RETAIL MANAGER, CHANNEL MARKETING
Kip Roggendorf

EVENTS MANAGERS
Lori Chase
Quinn Pham

EVENTS SPECIALIST
Mizpah Brown-Rich

SENIOR MANAGER, CREATIVE SERVICES
Jack Siler

CREATIVE SERVICES MANAGERS
Miguel Godinez
Alicia Beam

SENIOR CREATIVE SERVICES SPECIALISTS
Joseph Chan
JM Garcia
Annett Hsu

CREATIVE SERVICES SPECIALISTS
Larissa Gamarra
Blanca Hernandez

PACKAGING AND MANUAL DESIGN
Origin Studios, SLC, UT

CREATIVE ASSETS MANAGER
Ted Jalbert

VIDEO ASSETS MANAGER
Michael Brynteson

PLAYSTATION NETWORK

SENIOR DIRECTOR, PLAYSTATION NETWORK
Susan Nourai

DIRECTOR, OPERATIONS
Eric Lempel

SENIOR MANAGER, PLAYSTATION STORE
Grace Chen

SENIOR MANAGER, WEB & LOYALTY MARKETING
Josh Meighen

PROJECT MANAGERS
James Isaac
Paul Purdy

WEB PRODUCER
Cyril Tano

WEB CONTENT PLANNING MANAGER
Dawson Vosburg

PMT MANAGER
Jen Woldman

LOYALTY ASSOCIATE MANAGER
Chris Hagedorn

PLAYSTATION STORE COORDINATOR
Rommel Hernandez

SENIOR WEB CONTENT DESIGNER
Michael McIntire

ASSOCIATE CONTENT MANAGEMENT SPECIALIST
Nick Colberg

ASSOCIATE PROJECT MANAGER (OFFICIAL GAME SITE)
Trevor Ehle

WEB SPECIALIST
Sara Kwan

ASSET ARTIST
Noel Silvia

SR. DEPARTMENT ASSISTANT, PLAYSTATION NETWORK
Kristi Olivas

LEGAL AND BUSINESS AFFAIRS

MUSIC BUSINESS AFFAIRS
Brian Fukuji, Mary Nappi, Rhonda Adamis

IP CLEARANCE PARALEGALS
Kirsten Costello, Christine DeNezza

CONTRACTS ADMINISTRATION
Joslyn Ferrero, Doris Coelho

SENIOR DEPARTMENT ASSISTANT
Julie Iverson

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ZOË MODE

STUDIO HEAD
Ed Daly

EXECUTIVE PRODUCER
Nicolas Rodriguez

PRODUCER
Adrian Flack

PROGRAMMER
Ted Bradley

DESIGN
Simon Nicholls

SONG CONTENT
Rachel Dey, Jamsheed Master, Richard Wilkinson, Emily Hudson

ARTISTS
Emanuele Bellini, Paul "Moog" Gravett
Ross Shepherd

AUDIO ENGINEER
Richard Adams

ADDITIONAL AUDIO SUPPORT:
Audio Manager
Ciaran Walsh

PRODUCTION DIRECTOR
Mike Cox

EXECUTIVE MANAGEMENT
Ian Baverstock & Jonathan Newth

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SINGSTAR® MICROPHONES

Sold Separately

PRECAUTIONS

Safety

This product has been designed with the highest concern for safety. However, any electrical device, has the potential for causing fire, electrical shock or personal injury. Be sure to follow these guidelines.

- Observe all warnings, precautions and instructions.
- Do not use the device if it functions in an abnormal manner.
- If the device does not function properly, visit our website at www.us.playstation.com/support or contact SCEA Consumer Services at 1-800-345-7669.

Use and handling

- Do not expose the microphones or the USB converter to high temperatures, high humidity or direct sunlight.
- Do not allow liquid or small particles to get into the product.
- Do not put heavy objects on the product.
- Never disassemble or modify the product.
- Do not twist the cables or pull them forcibly.
- Do not throw or drop the product, or subject it to strong physical shock.
- Do not touch the metal parts or insert foreign objects into the connectors.

Cleaning the product

If dust accumulates on the product, follow the instructions below to clean the product.

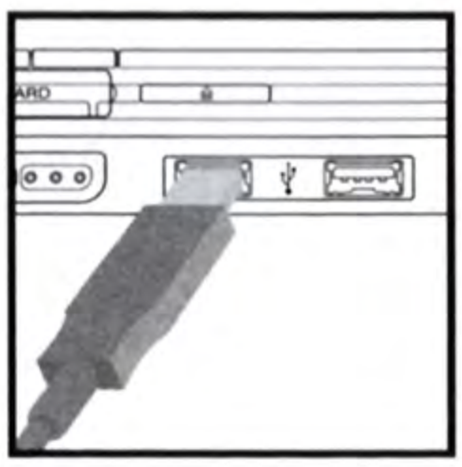
- For safety reasons, disconnect the USB converter from the system and disconnect the microphones from the USB converter before cleaning the product.

- Wipe off the surface of the microphones and the USB converter with a soft, dry cloth.

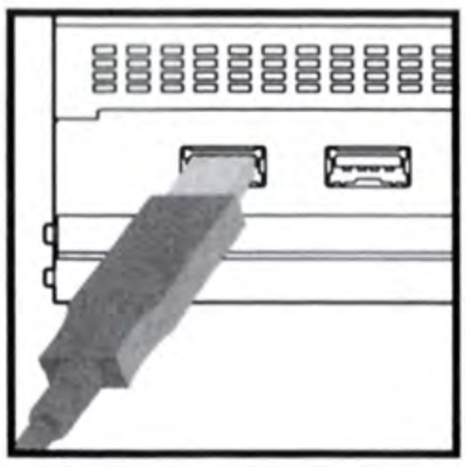
Notes

- This product contains small parts which may present a choking hazard to children.
- Any cleaning of the product should be done by an adult, or under close adult supervision.
- Do not use a moistened cloth to clean the product. If water gets inside, it may cause the product to malfunction.
- Do not use solvents or other chemicals, as these may damage the product.

CONNECTING THE MICROPHONES



PS2™



PS3™

Securely insert the USB cable into a USB connector on the PlayStation®2 or PLAYSTATION®3 system.

Insert the blue microphone plug firmly into the blue microphone input, and the red microphone plug firmly into the red microphone input on the front of the USB converter. An audible 'click' can be heard when the microphone plug is inserted correctly into the USB converter.

When a compatible game has loaded, the blue LED on the USB converter will light up to indicate that the microphones and USB converter are plugged in and working correctly.

You can connect or disconnect the microphones while the system is turned on. However, software functionality may be impaired while the microphones remain unplugged.

Disconnecting the microphones and the USB converter

To disconnect the USB converter from the system, pull it out by the connector. Do not pull on the cable itself as this may cause damage.

Note that removing the USB converter from the system during gameplay may cause the game to pause.

USING THE MICROPHONES

Holding the microphones

When singing, hold the microphone approximately 5 - 8 cm (2 - 3 in) from your mouth. Sing directly into the top of the microphone.

Keep some distance between the microphone and the TV. If the microphone gets too close to the TV, this may cause feedback (a loud, high-pitched sound).

TROUBLESHOOTING

If you experience any of the following difficulties while using the microphones or the USB converter, use this troubleshooting guide to help remedy the problem. Should any problem persist, visit our website at www.us.playstation.com/support or contact SCEA Consumer Services at 1-800-345-7669.

You cannot hear your voice during gameplay

- The microphones are not connected to the USB converter. Check that there is an audible 'click' when connecting.
- The USB converter is not connected to the USB connector on the front of the system.
- The microphone is being held too far away or at an inadequate angle to your mouth.
- The volume on your TV or receiver is too low.

During gameplay, Player One is displayed on the screen as Player Two and Player Two is displayed as Player One.

- The red microphone is inserted into the blue microphone input and the blue microphone is inserted into the red microphone input on the USB converter. Switch the microphones and check that the microphone color matches the input on the USB converter.

There is a high-pitched sound emitting from the television.

- You are standing too close to the speakers. Step away from the speakers.

SPECIFICATIONS

INTERFACE
USB 1.1

CONNECTOR
USB

POWER CONSUMPTION
30 mA

USB CONVERTER DIMENSIONS (APPROX.)
74 x 50 x 20 mm (2.91 x 1.97 x 0.79 in)

MICROPHONE DIMENSIONS (APPROX.)
240 x 38 mm (9.45 x 1.5 in)

WEIGHT (APPROX.)
690 g (1lb 8 oz)

CABLE LENGTH (APPROX.)
3 m (9.84 ft)

OPERATING TEMPERATURE
5°C – 35°C (41°F - 95°F)

Design and specifications are subject to change without notice.

singstar®

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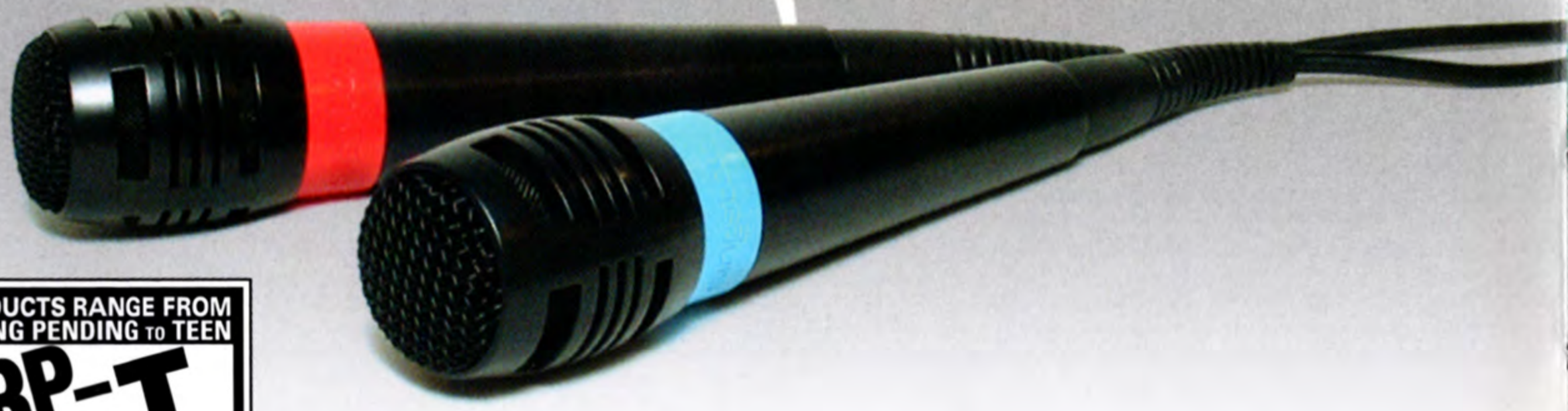

PRODUCTS RANGE FROM RATING PENDING TO TEEN

RP-T

CONTENT RATED BY ESRB

May contain content inappropriate for children. Visit www.esrb.org for rating information.

PlayStation®2

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